

7B00, 851c

EXTENDED DOS VERSION 1.3  
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#### COMMANDS.

##### MERGE "FILENAME"

Merges basic files into memory from disk. First load your main routine then MERGE your sub-routine. The file you merge must have line numbers higher than the main routine.

##### MOVE B000 "FILENAME"

The MOVE command will move a Basic program from the normal starting address (31465 DECIMAL / 7AE9 HEX) to the new start address (B000 HEX). Usefull in moving the dissassembler to disassemble M/C programs.

IT SHOULD BE NOTICED WHILE YOU CAN SHIFT A BASIC PROGRAM DOWN IN MEMORY, IT IS NOT ADVISABLE AS YOU MAY CAUSE A CRASH. MOVING A PROGRAM UP TOO HIGH IN MEMORY MAY ALSO RESULT IN A CRASH AS YOU MAY WRITE OVER THE DOS COMMUNATION REGION.

##### DIRA

DIRECTORY A , This is the first of two new directories , it prints the filenames across the screen in three colums.

##### DIRB

DIRECTORY B , the second new directory with more information.

FIRST COLUM	FILENAME
SECOND	TRACK NUMBER IN HEX
THIRD	SECTOR NUMBER IN HEX
FOURTH	START OF FILE IN HEX
FIFTH	END OF FILE IN HEX
SIXTH	LENGTH OF FILE IN HEX

The 'S' key slows the directory , the 'F' key speeds it up again.  
The 'H' key holds the directory while the 'C' key continues the directory.

The MINUS keys will break the directory .

##### LDIRA

Prints directory A to the screen and printer.

##### LDIRB

Prints directory B to the screen and printer.

##### STATUSA

Prints what free space is on the disk.

##### LSTATUSA

As above to the screen and printer.

##### OLD

Retrieves a basic file in memory after the new command has been used.

NOTE:- Extended dos must be installed in the computer before the new command is used if the start address is above 7AE9 HEX (31465 DECIMAL ).

##### OLD.

Prints to the screen the start , end and length of programs in memory.

#### DEC XXXXX

Prints to the screen the hex equivalent value. XXXXX is in decimal.

#### HEX XXXX

Prints to the screen the decimal equivalent value.  
XXXX is in hex.

#### MENU

Typing MENU will RUN or BRUN a program from disk with the filename menu.

#### UPD"FILENAME"

This command is used for UPDating basic programs. Eliminates the need to ERASE and SAVE.

#### INITA

Formates the disk to give a faster access in both saving and loading.

#### CODE

This command is used to send commands to a printer or another device connected to the printer interface.

EXAMPLE :- TO SET LEFT MARGIN IN 8

10 LPRINT CHR\$(27); CHR\$(108); CHR\$(8)

USE :-

10 CODE27,108,8

NOTE the space saved. You can now send zero to the printer where normally you could not send CHR\$(0).

#### LTABx

LTAB will move the printer head in X number of places.

EXAMPLE

10 LTAB8 : LPRINT"8 SPACES" : LTAB0

This will move the printer head in 8 spaces before printing.  
Besure to include the LTAB0 switch off.

Poke-31508,80

507,65

506,82

505,75

will load park when menu is run

or change Park to Menu!